

## ABSTRACT OF THE DISCLOSURE

**[00042]** A method of performing anisotropic texture mip-mapping. The method includes determining a region of support for a set of target pixels of the image to be textured, and mapping the region of support to an area in texture map that is generally elliptical. For each axis of the ellipse the number of samples is determined and a filter function is performed on those samples to find the final color value. For four texels, the filter function is a weighted sum of the color values of each texel, where the weights are determined based on the fraction of the Level of Detail (LOD) and the fraction of the U or V coordinate.